## Game Play





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Church Row C send software along with name and If you have a programme that you address will reach the G.B. Longton, 5 hambers, Preston, STANDARD Lancs. Franklands TANDARD

# CIPHOID NINE SHOULDER BADGE

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### **CIPHOID 9**

#### Scenario

The year is 2045 and earth radar stations have detected numerous fleets of alien ships, bound for earth.

The ships have refused to identify themselves and have destroyed a cargo vessel en route to Uranus. Their intentions are presumed hostile.

One last defensive position stands between the aliens and Earth. This base is situated on the moon, just to the south of the Sea of Tranquillity.

The lunar base is under partial computer control but the actual task of destroying the alien ships is your responsibility.

The Computer will:— Automatically turn the phaser turnet to intercept the incoming ships in different sectors.

Monitor energy levels for phaser banks and

shields and give warnings on the status indicators.

The energy banks for the phasers hold energy for ten rapid phaser bolts. Once they have been discharged your computer failsafe system will only allow single bolts until the nuclear pile has cooled down.

Your force shields will stand 50 direct hits by fighters before they are discharged. Recharge can only occur when you have destroyed a mothership.

WARNING:— Motherships are equipped with high energy nuclear shells which will deplete energy levels much faster. You must destroy these at all costs.

The Mothership can only be destroyed by 10 direct hits on the central revolving Anti-Gravity coll.

This ends your briefing. You have been given all the available information on the Ciphoids and their capabilities, your mission is to destroy as many as you can and prevent them reaching Earth.

r offits are awarded as follows.—	
Ciphoid Fighter	10
Nuclear Shell	40
Mothership Hit	30
Bonus for Each Waves 100 x Wave	No.
Mothership Destroyed . 200 x Wave	No.

#### Loading Instructions:-

Doints are awarded as follows:

Hold down 'Shift' key and press 'run/stop' key. Control by Joystick (either joystick port)

Control	Control by Keys		
"←"	=	<b>DOWN</b>	
"1"	=	UP	
"CTRL"	=	LEFT	
" 2"	=	RIGHT	

"SPACE" = FIRE

All "In Game" instructions are Displayed on the status indicator (Bottom Line on Score Panel).

